Fish Chomp is a game where players try to catch as many fish as they can by guiding a sprite with the mouse. In this activity, you will remix Fish Chomp by adding a score with variables.

Go to the Fish Chomp project page: http://scratch.mit.edu/projects/10859244

Click on the Make a Variable button in the Data category to create and name a variable for score.

Experiment with your new variable blocks to incorporate score into your project!

Not sure how to work with variables? Check out this project for more information: http://scratch.mit.edu/projects/2042755
Or take a look at this video: http://youtu.be/uXq379XkhVw
Explore and study code in games that use score to learn more about creating variables and incorporating score into a project.

Add your project to the Fish Chomp Remix studio: http://scratch.mit.edu/studios/475615
Challenge yourself to do more! How can you use score to add difficulty to your game design?
Find a game you are inspired by and remix it!